
Subject: Re: Porting (Mac OS X) and "reference application" idea

Posted by [kohait00](#) on Thu, 26 Aug 2010 09:41:30 GMT

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i googled a bit..

<http://www.iphonedevsdk.com/forum/iphone-sdk-development/352-9-best-api-2d-game.html>

look for 'quartz' here

<http://www.markj.net/iphone-development-programming-books/>

<http://developer.apple.com/technologies/mac/cocoa.html>

<http://stackoverflow.com/questions/1736583/quartz-2d-vs-open-gl-es-learning-curve>
states quartz is a 'c api'

<http://my.safaribooksonline.com/0321336631/9#X2ludGVybmFsX0ZsYXNoUmVhZGVyP3htbGlkPTAzMjEzMzY2MzEvMTk=>
has got some excerpt info on API parts

Quote:

Quartz 2D is a part of the Core Graphics system. It is a modern graphics library based on the imaging

model that Adobe created originally for PostScript printers and later as part of the PDF graphics file

format. This is the same imaging model that graphics professionals have used for several years to create the artwork on everything from books and advertisements to application splash screens and

on-line games.

The Quartz 2D drawing model allows you to create sophisticated graphics with a simple API. The Quartz 2D imaging model is quite different from the drawing models of other graphics libraries. Its library can draw to many kinds of graphics devices while maximizing the fidelity of the graphics on each device. As a result, developers familiar other graphics libraries such as QuickDraw, GDI from

work

with the device and resolution independent drawing model in Quartz 2D.

Quote:

The methods that you call on Core Graphics objects in Python take their names from the routines in the C API that invoke the same behavior.

i conclude that Quartz itself is C API, with wrappers to several languages i.e objective c++, cocoa and carbon both use quartz for some parts. (carbin more than cocoa)

so a mac application would be a thin objective c++ application layer having almost all parts in c /

C++
